JOINT INFORMATION ENGINEERING ORGANIZATION

Parkridge III, 10701 Parkridge Boulevard, Reston, VA 20191 SYMBOLOGY STANDARDS MANAGEMENT COMMITTEE DIRECTIVE

SSMC NO: 3-01	Date: August 24, 2001
CP No: MIL00-26B	Title: Add Firing Point
Originator, Name and Address:	
Army/PM EFCCS	
SSMC Action:	Decision:
☐ Approved ☐ Approved with Changes ☐ Withdrawn ☐ Deferred ☐ Declared Substantive ☐ By: ☐ Disapproved ☐ Testing Required ☐ Prior to Decision ☐ Subsequent to Decision ☐ Allied Coordination Required	Approved as modified. See attached CP for approved modifications.
Votes Cast/Proposed Change	
Approve Disapprove N/A	
	MA NC EO

SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM								
CHANGE PROPOSAL NUMBER MIL00-26B								
ORIGINATOR	SPONSOR DATE RECEIVED DATE OF ACTION							
PM FATDS	M FATDS ARMY 1 September 2000 August 23, 2001							
CHANGE PROPOSAL TITLE								
ADD NEW SYMBOL, FIRING POINT								
SUGGESTED CHANGE								

The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.

- 1. The purpose of the Firing Point symbol is to graphically display firing element (Howitzer) locations to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP).
- 2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Point" hierarchy, 2.X.4.1, figure B-17, and table B-IV.

OVERVIEW

Currently, the standard does not contain a symbol depicting Firing Point locations. The purpose of the Firing Point symbol is to graphically display a designated location, to which firing elements (Howitzers) would move to in order to execute a fire mission, to commanders in the COP/CTP. Incorporation into MIL STD 2525B, which will be used in GSD, will allow the symbol to be transmitted/received by all battlefield system. The Firing Point symbol is a required symbol in the COP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of Firing Points for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

OPERATIONAL DESCRIPTION

In general, a Firing Point is used to graphically display a designated location from which a firing element would move into to execute a fire mission. One (1) point location is required to graphically display a Firing Point. The minimum information required to interoperate with another is defined below.

IMPLEMENTATION

Description: Fire Support, Point, Command and Control, Firing Point

Parameters

1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.

2.Size/Shape. Static.

3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.

Static/Dynamic: Static

Hierarchy: 2.X.4.1.2.3

Symbol ID: G*F*PCB---***X

SYMBOLOGY CONFIGURATION MANAGEMENT						
CHANGE PROPOSAL FORM CHANGE PROPOSAL NUMBER MIL00-26B						
		_				
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION			
PM FATDS	ARMY	1 September 2000	August 23, 2001			
		OPOSAL TITLE				
	ADD NEW SYME	BOL, FIRING POINT				
Tactical Graphic: Example:						
	T NCHOR POINT	FP 3				
	JIEO A	NALYSIS				
OVERVIEW:						
POTENTIAL CONFLICTS WITH EXISTING SYMBOLOGY:						
CONFORMANCE TO SYMBOL GUIDELINES:						
ADEQUACY AND IMPACT ON OTHER PROGRAMS:						
C/S/A COMMENTS						

SSMC 3-01: Approved as amended. MIL00-26A Implementation section was amended by removing the words "in 90 degree increments" from paragraph 3 of the parameters and by changing "Fixed/Dynamic: Static" to read "Static/Dynamic: Static". See parameters paragraph above and in the example in Table B-IV of the attachment.

DECISION NOTICE

Attachment A to MIL00-26B, Add New Symbol, Firing Point

Tasks:

1. Modify Figure B-17.1 to reflect the addition of the Firing Point symbol.

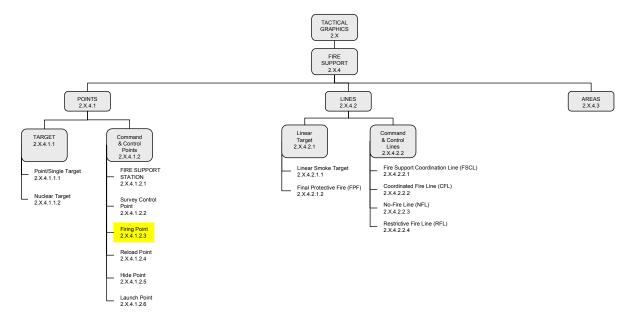


Figure B-17.1. Fire Support.

2. Modify Table B-III to reflect the addition of the Firing Point symbol's hierarchy number and symbol ID.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS		FUNCTION ID		SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION	
2.X.4	G	*	F	*				**	**	Х	FIRE SUPPORT	
2.X.4.1	G	*	F	*	P-			**	**	Χ	POINT	
2.X.4.1.1	G	*	F	*	PT			**	**	Χ	TARGET	
2.X.4.1.1.1	G	*	F	*	PT	S-		**	**	Χ	POINT/SINGLE TARGET	
2.X.4.1.1.2	G	*	F	*	PT	N-		**	**	Χ	NUCLEAR TARGET	
2.X.4.1.2	G	*	F	*	PC			**	**	Χ	COMMAND AND CONTROL	
2.X.4.1.2.1	G	*	F	*	PC	F-		**	**	Χ	FIRE SUPPORT STATION	
2.X.4.1.2.2	G	*	F	*	PC	S-		**	**	Χ	SURVEY CONTROL POINT (SCP)	
2.X.4.1.2.3	G	*	F	*	PC	B-	<u></u>	**	**	X	FIRING POINT	
2.X.4.1.2.4	G	*	F	*	PC	R-		**	**	Χ	RELOAD POINT	
2.X.4.1.2.5	G	*	F	*	PC	H-		**	**	Χ	HIDE POINT	
2.X.4.1.2.6	G	*	F	*	PC	L-		**	**	Χ	LAUNCH POINT	
2.X.4.2	G	*	F	*	L-			**	**	Х	LINES	

Attachment A to MIL00-26B, Add New Symbol, Firing Point

3. Modify Table B-IV to reflect the addition of the Firing Point symbol's hierarchy number, symbol ID and graphics.

DESCRIPTION	STATIC/	HIERARCHY	TACTICAL GRAPHIC	
5256111 1101X	DYNAMIC	SYM-ID		
FIRE SUPPORT POINT COMMAND AND CONTROL	N/A	2.X.4.1.2		
FIRE SUPPORT POINT COMMAND AND CONTROL FIRE SUPPORT STATION Parameters		2.X.4.1.2.1 G*FPPCF	T	
Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.	S	****X	CENTÉR PT.	
 Size/Shape. Static. Orientation. The graphic is typically centered over the desired location. 	3	Example	FSS 7	
FIRE SUPPORT POINT COMMAND AND CONTROL SURVEY CONTROL POINT (SCP)		2.X.4.1.2.2	H W SCP T	
Parameters 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static.	S	G*FPPCS ****X	W1 SCP	
3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.		Example	SCP 3	

Attachment A to MIL00-26B, Add New Symbol, Firing Point

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT POINT COMMAND AND CONTROL FIRING POINT Parameters 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.		2.X.4.1.2.3 G*FPPCB ****X	W FP T
2.Size/Shape. Static. 3.Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.	S	Example	FP 3